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Claims

1. In accordance with this invention there is provided a system for playing a
   bingo-type game, comprising:
   a plurality of player stations, each player station being operable by a
   respective player to place a wager on a turn of a game of bingo;
   a random event generator activatable to generate a number of random
   events upon which an outcome of the game of bingo is based, the
   outcome being either an unfavourable outcome in which the player forfeits
   the wager, and at least one favourable outcome in which the player wins a
   corresponding prize;
   a secondary display means instructable by the player station to display a
   simulation of the turn of the game of bingo; and
   a primary display means instructable by the player station to display to the
   player a simulation of a turn of a different entertainment game, the turn of
   the different entertainment game having an outcome that is an
   unfavourable outcome when the outcome of the turn of the game of bingo
   is an unfavourable outcome, and causing the player to win the same
   corresponding prize as the game of bingo when the outcome of the turn of
   the game of bingo is a favourable outcome.

2. A system as claimed in claim 1 in which the random event generator is
   executable in a gaming server remote from the plurality of player stations,
   the gaming server being communicable with each one of the plurality of
   remote player stations by means of a communication network.

3. A system as claimed in any one of the preceding claims in which the
   different entertainment game is a game of video slots.

4. A system as claimed in either one of claims 1 or 2 in which the game of
   bingo has 75 uniquely numbered balls and in which a random event

generated by the random event generator corresponds to the drawing at random of one of the 75 uniquely numbered balls.

5. A system as claimed in claim 4 in which a player bingo card associated with the game of bingo has 25 positions thereon arranged in a 5 by 5 grid, each grid position being numbered with a respective random number from 1 to 75.

6. A system as claimed in claim 5 in which one favourable outcome of the game of bingo as a game-ending pattern causing the turn of the game of bingo to terminate.

7. A system as claimed in claim 6 in which the game-ending pattern arises when each number on at least one player bingo card matches a number drawn by the random event generator.

8. A system as claimed in claim 7 in which the game of bingo has a plurality of further favourable outcomes, each one arising when all the numbers in a respective predetermined pattern on at least one player bingo card match the numbers drawn by the random event generator.

9. A system as claimed in claim 4 in which the random event generator draws at random a first set of 24 of the 75 balls and transmits data corresponding to the first set of 24 balls to each one of the player stations.

10. A system as claimed in claim 9 in which each one of the player stations includes a prize claiming means operable by a player to claim any favourable outcome arising from the first set of 24 balls.

11. A system as claimed in claim 10 in which the prize claiming means is any one of a pushbutton on the player station or an activatable icon on the primary display means.

12. A system as claimed in either one of claims 10 or 11 in which the prize claiming means is operable by a player for a predetermined period of time.

13. A system as claimed in claim 9 in which the random event generator draws at random further balls one at a time and the gaming server checks for the occurrence of a game-ending pattern on any of the player bingo cards after the drawing of each ball.

14. A system as claimed in claim 13 in which the gaming server transmits data corresponding to all the drawn balls necessary for the occurrence of the game-ending pattern to each one of the player stations if the game-ending pattern is not the last possible game-ending pattern in the turn of the game of bingo.

15. A system as claimed in claim 14 in which each one of the player stations activates its respective prize claiming means for a predetermined period of time to be operable by a player to claim a favourable outcome arising from the occurrence of the game-ending pattern.

16. A system as claimed in claim 15 in which the gaming server terminates the turn of the game of bingo if a player claims the favourable outcome within the predetermined period of time.

17. A system as claimed in claim 16 in which the random event generator draws at random all the remaining balls if the game-ending pattern is the last possible game-ending pattern in the turn of the game of bingo and the gaming server transmits data corresponding to all the drawn balls necessary for the occurrence of the last game-ending pattern and the remaining balls to each one of the player stations.

18. A system as claimed in claim 17 in which each one of the player stations activates its respective prize claiming means to be operable by a player to claim a favourable outcome arising from the occurrence of the last possible game-ending pattern.

19. A system as claimed in claim 18 in which the gaming server terminates the turn of the game of bingo if a player claims the favourable outcome.

20. A system as claimed in claim 19 in which the prize claiming means remains activated until a player claims the favourable outcome.

21. A method of operation of a system for playing a bingo-type game, comprising the steps of:

enabling each one of a plurality of player stations for operation by a respective player to place a wager on a turn of a game of bingo;

activating a random event generator to generate a number of random events upon which an outcome of the game of bingo is based, the outcome being either an unfavourable outcome in which the player forfeits the wager, and at least one favourable outcome in which the player wins a corresponding prize;

displaying to the player on a secondary display means a simulation of a turn of the game of bingo; and

displaying to the player on a primary display means a simulation of a turn of a different entertainment game, the turn of the different entertainment game having an outcome that is an unfavourable outcome when the outcome of the turn of the game of bingo is an unfavourable outcome, and causing the player to win the same corresponding prize as the game of bingo when the outcome of the turn of the game of bingo is a favourable outcome.

22. A method as claimed in claim 21 in which the random event generator is executed in a gaming server remote from the plurality of player stations

and in which communication is provided between the gaming server and each one of the plurality of remote player stations by means of a communication network.

23. A method as claimed in ether one of claims 21 to 22 in which the game of bingo is established with 75 uniquely numbered balls and in which a random event generated by the random event generator is configured to correspond to the drawing at random of one of the 75 uniquely numbered balls.

24. A method as claimed in claim 23 which includes a step of establishing a player bingo card associated with the game of bingo to have 25 positions thereon arranged in a 5 by 5 grid, each grid position being numbered with a respective random number from one to 75.

25. A method as claimed in claim 24 in which one favourable outcome of the game of bingo is a game-ending pattern causing the turn of the game of bingo to terminate.

26. A method as claimed in claim 25 in which the game-ending pattern is determined as arising when each number on at least one player bingo card matches a number drawn by the random event generator.

27. A method as claimed in claim 26 in which the game of bingo has a plurality of further favourable outcomes, each one arising when all the numbers in a predetermined pattern on at least one player bingo card match the numbers drawn by the random event generator.

28. A method as claimed in claim 23 in which a first set of 24 of the 75 balls is drawn at random and data corresponding to the first set of 24 balls is transmitted to each one of the player stations.

29. A method as claimed in claim 28 which includes a further step of activating a prize claiming means on each one of the player stations, for a predetermined period of time the prize claiming means being operable by a player to claim any favourable outcome arising from the first set of 24 balls.

30. A method as claimed in claim 29 in which further balls are drawn at random, one at a time, and the occurrence of a game-ending pattern on any of the player bingo cards is checked after the drawing of each ball.

31. A method as claimed in claim 30 in which data corresponding to all the drawn balls necessary for the occurrence of the game-ending pattern is transmitted to each one of the player stations if the game-ending pattern is not the last possible game-ending pattern in the turn of the game of bingo.

32. A method as claimed in claim 31 in which the prize claiming means is activated on each one of the player stations for a predetermined period of time, each prize claiming means being operable by a player to claim a favourable outcome arising from the occurrence of the game-ending pattern.

33. A method as claimed in claim 32 in which the turn of the game of bingo is terminated if a player claims the favourable outcome within the predetermined period of time.

34. A method as claimed in claim 33 in which all the remaining balls are drawn at random if the game-ending pattern is the last possible game-ending pattern in the turn of the game of bingo and data corresponding to all the drawn balls necessary for the occurrence of the last game-ending pattern and to the remaining balls is transmitted to each one of the player stations.

35. A method as claimed in claim 34 in which the prize claiming means is activated on each one of the player stations, the prize claiming means being operable by a player to claim a favourable outcome arising from the occurrence of the last possible game-ending pattern.

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36. A method as claimed in claim 35 in which the turn of the game of bingo terminates if a player claims the favourable outcome.

37. A method as claimed in claim 36 that includes the step of activating the

10   prize claiming means until a player claims the favourable outcome.

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